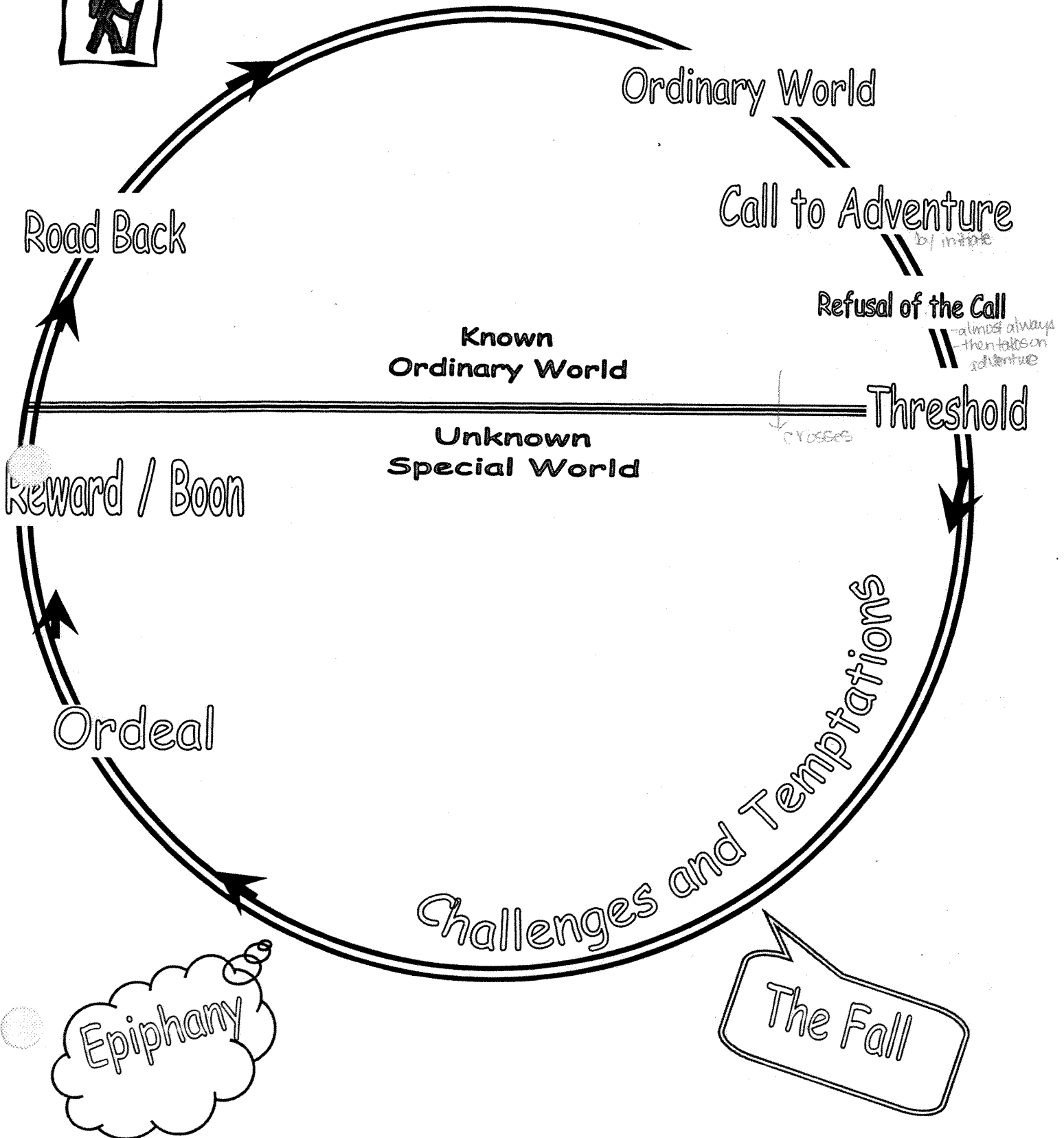


# The Hero's Journey



# The Hero's Journey

INITIATES are introduced in the ORDINARY WORLD where they receive the CALL TO ADVENTURE. They are reluctant at first and REFUSE THE CALL, but are encouraged by a MENTOR to CROSS THE THRESHOLD and enter the SPECIAL WORLD, where they encounter CHALLENGES AND TEMPTATIONS. The Initiate is transformed by the ORDEAL becoming the HERO and earning a REWARD before beginning the ROAD BACK.

# The Hero's Journey

The Hero's Journey is an ARCHETYPE.

➤ An archetype is a pattern or example that occurs frequently in literature and often in life.

➤ The initiate may encounter people, places or things that either help or hinder his / her journey.

## Archetypes That Usually Help



## Archetypes That Usually Hinder

Hero Initiate Mentor

Magic Weapon Allies

Faithful Companions

Loyal Retainer Warrior

Castle Haven

Light Herald

Friendly Beast Quest

Creature Of Nightmare

Evil Adversary

Underworld Enemies

Wilderness Tower

Darkness Whirlpool

Ice/Snow

### Double Edged Archetypes

Can sometimes help, sometimes hinder

Damsel In Distress

Supernatural Intervention

Unhealable Wound

Evil Figure With The Ultimately Good Heart

Outcast Water

Threshold Guardians

Crossroads

Battle Between Good And Evil



# The Hero's Journey

## Archetypes That Usually Hinder

<b>Evil Adversary</b>	<ul style="list-style-type: none"><li>★ Represents the forces of evil and is almost as strong as the hero</li><li>★ Offers worldly goods, fame or knowledge to the hero in an effort to bring him/her over to the evil side</li><li>★ Must be destroyed or neutralized</li></ul>
<b>Enemies</b>	<ul style="list-style-type: none"><li>★ Seek to hinder the Hero on his Journey and/or do harm to him and his Allies</li></ul>
<b>Creature of Nightmare</b>	<ul style="list-style-type: none"><li>★ Some sort of monster-like creature that threatens the life of the hero</li></ul>
<b>Tower</b>	<ul style="list-style-type: none"><li>★ A strong place of evil</li><li>★ Likely to be the headquarters of the evil adversary</li></ul>
<b>Underworld</b>	<ul style="list-style-type: none"><li>★ strong PLACE of evil; a descent into a LOWER PLACE; the hero may battle evil and/or discover the blackest truth and/or the greatest faults of himself or others</li></ul>
<b>Wilderness</b>	<ul style="list-style-type: none"><li>★ A place of danger and lawlessness</li><li>★ Threatens life / survival</li></ul>
<b>Darkness</b>	<ul style="list-style-type: none"><li>★ Symbolizes the unknown, ignorance, evil, despair</li></ul>
<b>Ice / Snow</b>	<ul style="list-style-type: none"><li>★ Symbolizes lack of feeling, death, indifference</li></ul>
<b>Whirlpool</b>	<ul style="list-style-type: none"><li>★ Symbolizes the destructive power of nature</li></ul>

George is a hero!

# The Hero's Journey

## Heroic Criteria

☑ Complete the following chart with regard to which heroic criteria are fulfilled in \_\_\_\_\_

Criteria	Not fulfilled	Somewhat fulfilled	Definitely fulfilled
1. Voluntarily or involuntarily leaves home			
2. faces hardships beyond normal experience			
3. overcomes trials and hardships			
4. risks own life for something greater than self/ego			
5. descends into actual or metaphorical darkness			
6. faces actual or symbolic death			
7. faces dragons or other monstrous creatures			
8. lives with tremendous uncertainty			
9. receives help from divine beings along the way			
10. travels the essential parts of the journey alone			
11. fights for and wins the desired object			
12. journey restores a world out of balance			
13. journey corrects an injustice			
14. returns with a secret and vital message			
15. journey has transformed the hero			
16. expands consciousness			
17. possesses greater awareness of self and life			
18. returns a more mature being			

How many heroic criteria are filled in this story? \_\_\_\_\_

Which are the most important? Why?

19. Starts from a cloudy beginning/  
orphans who do not know biological  
parents.

## Heroes in Literature Notes

### A HERO'S JOURNEY

A hero or INITIATE is introduced in the ORDINARY WORLD where he receives the CALL TO ADVENTURE. He may be reluctant at first and REFUSE THE CALL, but is encouraged by a mentor to CROSS THE THRESHOLD and enter the SPECIAL WORLD, where he encounters CHALLENGES AND TEMPTATIONS. The initiate is transformed by the ORDEAL becoming the HERO and earning a REWARD before beginning the ROAD BACK.

**Archetypes that help:** Hero, Mentor, Magic Weapon, Allies, Faithful Companions, Loyal Retainer, Warrior, Castle, Haven, Light, Herald, Friendly Beast, Quest

**Archetypes that hinder:** Creature of Nightmare, Evil Adversary, Underworld, Enemies, Wilderness, Tower, Darkness, Whirlpool, Ice/Snow

**Double Edged (Help or Hinder)**  
**Archetypes:** Damsel in Distress, Supernatural Intervention, Unhealable Wound, Evil Figure with the Ultimately Good Heart, Outcast, Water, Threshold Guardians, Crossroads, Battle Between Good and Evil

# Heroes in Literature

### LARGER- THAN- LIFE/EPIC HEROES

1. bigger and stronger than other men, accomplishes super-human feats

2. often seeks danger

3. has many adventures

4. is of national or international importance

5. his actions have major consequences nationally or globally

6. delivers long speeches

7. usually fights alone

### EXAMPLES:

Beowulf from *Beowulf*

Aragorn from *Lord of the Rings*

William Wallace from *Braveheart*

King Arthur from *Le Morte d'Arthur* when he is older.

Buffy from *Buffy the Vampire Slayer* when she is older.



### SMALL-BUT- SPUNKY HEROES

1. small in stature, but big in heart, spirit, and courage

2. often has danger thrust upon him

3. has many adventures

4. usually an ordinary person in unusual situations

5. his actions have major consequences globally or nationally

6. may deliver speeches

7. usually aided by a wise old wizard or a group of allies

### EXAMPLES:

Harry from the Harry Potter book series -aided by Dumbledore

Frodo from *The Lord of the Rings* -aided by Gandalf

Luke Skywalker from *Star Wars* -aided by Obi Wan Kenobi